

# **Building Performance Technician**

#### **About ReVireo:**

ReVireo is an interdisciplinary green building services company. We provide integrated solutions in the construction industry that exemplify both energy efficiency and environmental quality. The ReVireo method is "Comply, Leverage, Maximize"; with the support of our consulting and inspections, our clients' projects comply with code and program requirements, leverage marketing benefits, and maximize available financial incentives.

## **Job Description - Building Performance Technician:**

We are currently looking to fill the position of Building Performance Technician, with parttime and full-time roles available for Summer 2017. The purpose of this position is to assist the Lead Inspector in assessing the energy efficiency of new residential construction projects. The technician will primarily work hands-on in the field, and learn about various energy efficiency requirements and testing procedures.

## **Position Requirements:**

- Must be comfortable on a small ladder
- Must be able to carry at least 40 lbs
- Must have a valid driver's license
- Can complete simple data entry and work with common software such as Microsoft Word and Excel
- For full time technicians, must be available Monday-Friday, 8:00 AM 5:30 PM
- No prior experience is necessary. Applicants should have a minimum of one full (8:00 AM - 5:00 PM) weekday of availability to work as needed. Building Performance Technicians will be notified no later than 5:00 PM the day before, if their assistance is required for the following day.
- This is a paid position with extremely flexible availability.



















# **Compensation and Benefits:**

- \$12 per hour
- Negotiable commensurate with experience and qualifications

#### **Start Date:**

As soon as possible

## **Application:**

If you or other individuals within your organization are interested, email a resume and cover letter expressing your experience and job-related qualifications to hr@revireo.com.















